PRIMAL
THE AWAKENING

FEATHER EXPANSION

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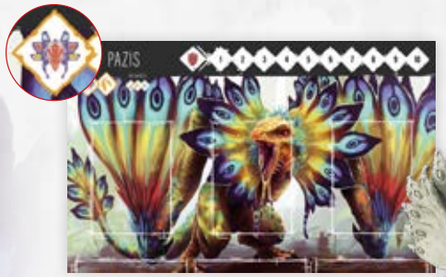
EXPANSION OVERVIEW

This expansion introduces a new category of monsters. It includes all the components associated with the new monsters, 5 new quest cards that expand the Campaign mode, and a new forge card that relates to the element Feather, as well as the corresponding equipment cards.

The two new monsters can be used in both Campaign mode, where the players explore a new region of *Thyrea*, and Expedition mode, using the scenarios featured on pages 5-6.

Note: The *Primal: The Awakening* base game is required to play this expansion.

COMPONENTS



Pazis monster board

Pazis miniature

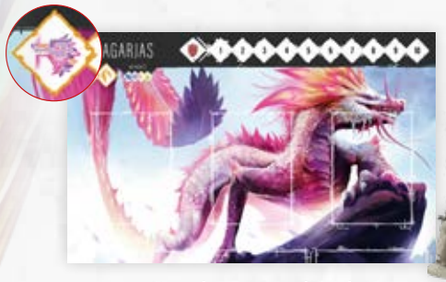
16x Paralyzing Spore card

6x Pazis Stance card

3x Pazis Peril card

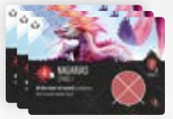
18x Pazis Behavior card

1x Pazis Objective card



Nagarjas monster board

Nagarjas miniature


6x Nagarjas Stance card

3x Nagarjas Peril card

18x Nagarjas Behavior card

1x Nagarjas Objective card

Expansion Rules and Campaign Book

3x Forge card

2x The Awakened Behavior card

2x Jungle Brush terrain token

5x Quest card

6x Reward card

30x Item card

15x Armor card

15x Helm card

12x Weapon card

NEW RULES

This expansion introduces new monster rules, new keywords and a new type of terrain.
All the special rules are explained here in detail, so refer to this section when required, to understand the card abilities and scenarios included in this expansion.

NEW TERRAIN

Jungle Brush: At the start of your Movement phase, if you are in a sector with a jungle brush terrain token, you may recycle an aggro card from your hand to hide in the jungle brush.
If you do, place your miniature on the jungle brush terrain token. Your turn pauses and play passes to the next player in player order. Then name a player who has not yet played their turn this round. When that player has completed their turn, leave the jungle brush and resume your turn with the Movement phase.
While your turn is paused, you are not the active player and cannot assist other players or taunt the monster. When you resume your turn, you are once again the active player and play out your turn in the usual way.

Note: Only one player at a time can hide in the jungle brush.

MONSTER RULES

PARALYZING SPORE CARDS (*PAZIS*)

Pazis can add Paralyzing Spore cards to the players' deck through card ability effects. When a card ability instructs you to add a Paralyzing Spore card to your discard pile, take a Paralyzing Spore card from your personal reserve and place it on top of the discard pile for your action deck. Each player has a reserve of 4 Paralyzing Spore cards, which can be identified by the class icon on the back of the card.

Similar to Wound cards, Paralyzing Spore cards clog up your action deck, making it less efficient. However, unlike Wound cards, these cards prevent you from moving while you have them in your hand.

PARALYZING SPORE
While this card is in your hand, you cannot move.
At the end of your action phase, discard this card from your hand.

Paralyzing Spore card

NEW KEYWORDS

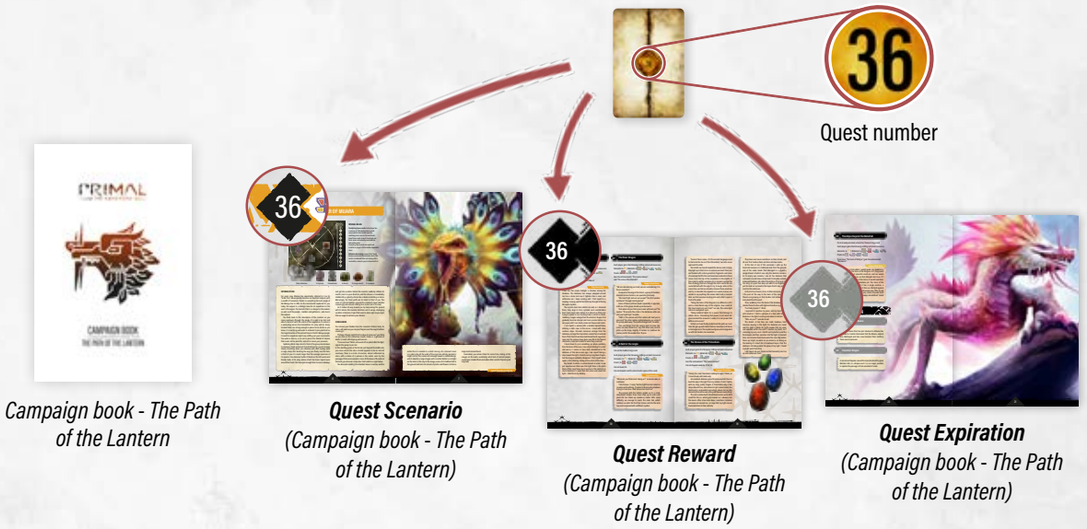
Evasion *(Nagarjas)*
This is a card trait. A trait has no inherent effect in the game, but card abilities may reference other cards that possess or lack specific traits.

Quick Refresh
When a peril card features this keyword, skip the Behavior Refresh step during the Monster Upkeep phase. Perform a Behavior Refresh step at the end of each player turn instead.

CAMPAIGN MODE EXPANSION

To integrate the quests of this expansion into your campaign, follow these rules:

- **Campaign Setup:** When you set up your campaign, add all the quest cards in this expansion to the quest deck. The *Campaign Book* in the base game will tell you when to unlock these quests, based on specific conditions during the campaign.
- **Scenario Setup:** To set up and play the scenarios for the quests in this expansion, use the *Campaign book - The Path of the Lantern* (you will find the campaign scenarios for this expansion in numerical order, starting on page 6).
- **Quest Rewards and Expiration:** Use the *Quest Rewards and Expiration* section in the *Campaign book - The Path of the Lantern* to find the rewards and expiration consequences for each quest in this expansion.



Campaign book - The Path of the Lantern

Quest Scenario
(Campaign book - The Path of the Lantern)

Quest Reward
(Campaign book - The Path of the Lantern)

Quest Expiration
(Campaign book - The Path of the Lantern)

EXPEDITION MODE EXPANSION

This expansion introduces 4 new expedition scenarios for you to play outside of the Campaign mode.
You can find the setup rules for each of these scenarios on pages 5-6.

PAZIS

SPECIAL RULES

Paralyzing spores: Each player has a reserve of 4 Paralyzing Spore cards associated with their hunter (see the matching class icon on the card back). Keep those cards close at hand and use them when instructed by card abilities during the game.
Paralyzing Spore cards are explained in detail on page 3.

Special behavior deck setup: Leave *Pazis'* Aerial Evasion card out of the behavior deck. This card is considered to be out of play until a card ability instructs you to interact with it.

EXPEDITION 1

1x Synaerea · 1x Brush · 1x Jungle Brush · 1x Baethanis

EXPEDITION 2

1x Brush · 1x Jungle Brush · 2x Wildmaw · 2x Synaerea

NAGARJAS

EXPEDITION 1

1x Brush · 1x Jungle Brush · 1x Baethanis · 1x Synaerea

EXPEDITION 2

1x Brush · 1x Jungle Brush · 2x Water · 2x Wildmaw · 2x Synaerea

CREDITS

FEATHER EXPANSION

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